Supremacy Abilities

Each type of Character grants a different Supremacy Ability if chosen as your Warlord.

IMPERIAL OFFICER

Redeploy: Reveal one Restricted, or up to two Mainstay Regiments, from your Warlord's Warband and add them to the top of your Command Stack.

NOBLE LORD

For Honour!: The Warlord's current Regiment (and the Warlord himself) gain the 'Fury' Draw Event and can re-roll failed Impact Hits. This Supremacy ability is always considered to be active.

PRIORY COMMANDER

The First Blessing: Every Regiment in the Priory Commander's Warband gain "Blessed" for this Turn.

THEIST PRIEST

Incite Fervour: All your Regiments immediately lose their 'Broken' status and gain Devout for the Turn (except for your Priory Commanders and their Warbands). In addition, for the remainder of this Turn your Regiments cannot become 'Broken'.

Characters

You may include any number of Characters, but at least one character must be included as your Warlord.

Imperial officer — 60 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Imperial Officer	Infantry	Medium	5	1	2	4	4	3	3	0	Character

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Battlefield Drills: May have one of the following Draw Events as a Battlefield Drill.

Bastion	*15 points*
Double Time	*15 points*
Fire and Advance	*15 points*
Fury	*15 points*
Redress Ranks	*15 points*

Warband:

Mainstay:	*Imperial Ranger Corps*
	Men-at-Arms
	Mercenary Crossbowmen
Restricted:	*Gilded Legion*
	Hunter Cadre
	Steel Legion

Noble Lord — Infantry: 65 Points / Cavalry: 100 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Noble Lord	Infantry	Medium	5	1	3	5	4	3	3	0	Character
Noble Lord	Cavalry	Medium	8	1	3	5	4	3	3	0	Character

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Weapon Arts: May have one of the following special rules as a Weapon Art, representing either the weapons they are carrying, or skills honed over a lifetime of battle.

Arms Master	The Stand gains the Cleave 2 special rule	15 points
Relentless	The Stand gains the Flurry special rule	10 points
Jouster	The Stand gains the Brutal Impact 2 special rule	5 points
Powerful Physique	The Stand gains the Cleave 1 special rule	5 points
Duellist	The Stand gains the Parry special rule	5 points

Heirlooms: May have a single Heirloom at the indicated points cost.

Warband:

Mainstay:
Militia
Militia Bowmen
Men-at-Arms
Household Guard

Restricted:
Mounted Squires
Court Squires
Longbowmen
Household Knights

Priory Commander — Infantry: 65 Points / Cavalry: 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Priory Commander	Infantry	Heavy	5	1	3	6	4	3	3	0	Character
Priory Commander	Cavalry	Heavy	8	1	3	6	4	3	3	0	Character

Draw Event: None

Number of Stands: 1

Models per Stand: 1

Options:

A Priory Commander must belong to one of the following Orders, gaining the special rules listed:

- Order of the Sword (Infantry only. Cleave 1, Shield, Evasion: +2) *20 points*

- Order of the Sealed Temple (Cavalry only. Brutal Impact 2, Fluid Formation, Shield) *15 points*

- Order of the Crimson Tower (Cavalry only. Brutal Impact 2, Shield, Unstoppable Charge) *20 points*

Warband:

A Priory Commander's Warband is determined by his Order.

Order of the Crimson Tower

Mainstay: *Order of the Crimson Tower*
Restricted: *Order of the Ashen Dawn*
Order of the Sealed Temple
Order of the Sword
Order of Saint Lazarus

Order of the Sword

Mainstay: *Order of the Sword*
Restricted: *Order of the Ashen Dawn*
Order of the Crimson Tower
Order of the Sealed Temple
Order of Saint Lazarus

Order of the Sealed Temple

Mainstay: *Order of the Sealed Temple*
Restricted: *Order of the Ashen Dawn*
Order of the Crimson Tower
Order of the Sword
Order of Saint Lazarus

Theist Priest — 55 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Theist Priest	Infantry	Medium	5	1	2	4	4	2	2	0	Character, Fearless, Priest (5)

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Spells: Must have at least one Spell from the following list:

Saint's Favour	*50 points*
Heavenly Blessing	*40 points*
Fervour	*15 points*
Divine Sanction	*15 points*
Holy Fire	*10 points*

Warband:

Mainstay: *Sicarii*

Restrictions:

A Priest cannot join the following Regiments:
- Order of the Ashen Dawn
- Order of the Crimson Tower
- Order of Saint Lazarus
- Order of the Sealed Temple
- Order of the Sword

Chapter Mage — 65 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Chapter Mage	Infantry	Light	5	3	1	2	4	2	1	0	Character, Wizard (5) Barrage 3 (20")

Draw Event: None
Number of Stands: 1
Models per Stand: 1

Options:

Heirlooms: May have a single Heirloom at the indicated points cost.

Sorceries: Must choose one of the Schools presented below, and then must choose one or both of the spells from that School:

Fire

Kindle Courage — *15 points*
Fire Dart — *15 points*

Earth

Earth to Mud — *40 points*
Stone Spikes — *20 points*

Water

Ninuah's Tears — *30 points*
Call Fog — *20 points*

Air

Seeking Winds — *20 points*
Guide — *10 points*

Warband:

Mainstay: *Men-at-Arms*
Restriction: *May not be Warlord*

Regiments

You may include Regiments as part of your Characters' Warband.

Imperial Ranger Corps — 120 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Imperial Ranger Corps	Infantry	Light	6	3	1	1	1	2	1	0	Fluid Formation, Vanguard, Barrage 1 (20")

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*40 points per Stand*
Standard Bearer	*10 points*
Leader	*10 points*

Longbowmen — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Longbowmen	Infantry	Light	4	2	2	1	1	2	1	0	Cleave 1, Barrage 1 (30", Arcing Fire)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*15 points*
Leader	*10 points*

Mercenary Crossbowmen — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mercenary Crossbowmen	Infantry	Light	5	2	1	1	1	2	1	0	Barrage 1 (20", Armor Piercing 1)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*35 points per Stand*
Standard Bearer	*10 points*
Leader	*10 points*

Militia — 90 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Militia	Infantry	Light	5	1	1	1	1	2	1	0	Shield, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*30 points per Stand*
Leader	*10 points*
Standard Bearer	*15 points*

Any Militia Regiment may also have ONE of the options presented below:

Servite	*30 points*
Neophyte	*25 points*
Errant of the Order of the Shield	*20 points*

Militia Bowmen — 75 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Militia Bowmen	Infantry	Light	5	1	1	1	1	2	1	0	Barrage 1 (24")

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*25 points per Stand*
Leader	*5 points*
Standard Bearer	*5 points*

Any Militia Bowmen Regiment may also have ONE of the options presented below:

Neophyte	*15 points*
Servite	*15 points*
Errant of the Order of the Shield	*10 points*

Hunter Cadre — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Hunter Cadre	Infantry	Light	5	2	3	1	1	3	1	2	Fearless, Fiend Hunter, Cleave 1, Barrage 1 (20", Armor Piercing 1)

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*60 points per Stand*
Standard Bearer	*15 points*
Leader	*10 points*
Null Mage	*15 points*

Mounted Squires — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Mounted Squires	Cavalry	Light	10	1	2	4	3	2	2	0	Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*45 points per Stand*
Standard Bearer	*20 points*
Leader	*20 points*

Any Mounted Squires Regiment may also have ONE of the options presented below:

Count Palatine	*20 points*

Court Squires — 135 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Court Squires	Infantry	Medium	5	1	2	1	1	3	3	0	Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*45 points per Stand*
Standard Bearer	*20 points*
Leader	*10 points*

Any Court Squires Regiment may also have ONE of the options presented below:

Count Palatine	*25 points*

Household Guard — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Household Guard	Infantry	Medium	5	1	2	1	1	3	3	0	Cleave 1, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*20 points*
Leader	*10 points*

Any Household Guard Regiment may also have ONE of the options presented below:

Armsmaster	*45 points*

Men-at-Arms — 105 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Men-at-Arms	Infantry	Medium	5	1	2	1	1	2	2	0	Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*35 points per Stand*
Standard Bearer	*20 points*
Leader	*10 points*

Any Men-at-Arms Regiment may also have ONE of the options presented below:

Seasoned Veteran	*30 points*
Neophyte	*30 points*

Order of Saint Lazarus — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of Saint Lazarus	Infantry	Medium	5	1	2	2	1	5	3	0	Cleave 1, Fearsome

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*25 points*
Leader	*10 points*

Sicarii — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Sicarii	Infantry	Medium	4	1	2	1	1	3	0	2	Devout, Fearless, Cleave 2

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*20 points*
Leader	*10 points*

Household Knights — 165 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Household Knights	Cavalry	Medium	8	1	2	4	4	3	3	0	Brutal Impact 2, Shield

Draw Event: None

Number of Stands: 3

Models per Stand: 1

Options:

Additional Stand	*55 points per Stand*
Standard Bearer	*20 points*
Leader	*15 points*

Any Household Knights Regiment may also have ONE of the options presented below:

Tourney Champion	*40 points*

Order of the Sealed Temple — 130 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of the Sealed Temple	Cavalry	Medium	8	1	3	4	4	4	3	0	Brutal Impact 2, Fluid Formation, Shield

Draw Event: None

Number of Stands: 3

Models per Stand: 1

Options:

Additional Stand	*65 points per Stand*
Standard Bearer	*35 points*
Leader	*20 points*

Gilded Legion — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Gilded Legion	Infantry	Heavy	5	1	3	1	1	4	3	0	Cleave 1, Support

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*20 points*
Leader	*10 points*

Any Gilded Legion Regiment may also have ONE of the options presented below:

Seasoned Veteran	*55 points*

Order of the Sword — 200 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of the Sword	Infantry	Medium	5	1	4	1	1	4	3	2	Cleave 1

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*65 points per Stand*
Standard Bearer	*25 points*
Leader	*10 points*

Steel Legion — 150 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Steel Legion	Infantry	Heavy	5	1	3	1	1	3	3	0	Cleave 2

Draw Event: None
Number of Stands: 3
Models per Stand: 4

Options:

Additional Stand	*50 points per Stand*
Standard Bearer	*25 points*
Leader	*10 points*
Drillmaster	*35 points*

Order of the Ashen Dawn — 210 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of the Ashen Dawn	Cavalry	Heavy	8	1	4	4	6	5	3	0	Blessed, Cleave 1, Fearless, Shield

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*70 points per Stand*
Standard Bearer	*30 points*
Leader	*15 points*

Order of the Crimson tower — 180 Points

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Order of the Crimson Tower	Cavalry	Heavy	8	1	3	4	4	4	3	0	Brutal Impact 2, Shield, Unstoppable Charge

Draw Event: None
Number of Stands: 3
Models per Stand: 1

Options:

Additional Stand	*60 points per Stand*
Standard Bearer	*35 points*
Leader	*20 points*

Command Models

Certain Regiments have the option of taking Command Models. Each Regiment may only take each Command Model once. If the Command Model is removed as a casualty, all benefits are lost. A Command model is purchased on top of the model it replaces. In the case of Cavalry or Brute Stand you need to pay for the Stand and the Command Model.

Armsmaster
While both an Armsmaster and a Noble are alive in the Regiment, the Clash characteristic of the Regiment is increased by +1.

Bandit Captain
While the Bandit Captain is alive, the Regiment has the Fluid Formation and Vanguard special rules.

Count Palatine
While the Count Palatine is alive, the Regiment's Clash Actions always count as Inspired.

Drillmaster
While the Drillmaster is alive, the Regiment has the Fury Draw Event.

Errant of the Order of the Shield
While the Knight of the Shield is alive, the Regiment's Clash Actions always count as Inspired. In addition, any Character in the Regiment has +1 Attack while fighting a Duel Action.

Neophyte
While the Neophyte is alive, the Regiment has the Devout special rule.

Null Mage
When an enemy Wizard attempts to cast a spell within 8" of a Null Mage, any of the Spellcasting dice rolled that do not come up as a success inflict a Wound on the Caster. These Wounds cannot be mitigated or saved in any way but do not trigger morale checks.

Servite
While the Servite is alive, the Regiment has +1 Movement and +1 to Resolve.

Seasoned Veteran
While the Veteran is alive, the Regiment has the Bastion Draw Event.

Tourney Champion
While the Tourney Champion is alive, the Regiment adds 2 to its Charge distances.

Heirlooms

Each Heirloom may only be included in your Army once. Effects of Heirlooms are lost as soon as the Character is slain or leaves the Regiment.

Armor of Dominion **40 points**
Forged using techniques lost among the ashes of Capitas, these suits of armour were forged blending the faith and sorcery of the Old Dominion. The few that have survived the Fall are considered treasures without equal among the Hundred Kingdoms.
Enemy Stands in contact with the Character lose the Cleave and Smite special rules while in contact with the Character.

Standard of Steel **40 points**
These are the challenge standards issued by the Legion of Steel. To have accepted this challenge, let alone survived, is a feat that gives pause to even the mightiest of opponents.
Attacks directed at the Regiment bearing this banner never count as Inspired.

Eye of Akelus **30 points**
The Akelus, the legendary huntsman, was admired for his unparalleled accuracy and tracking prowess. Admiration quickly turned into fear as Akelus was consumed by the Wild and made prey of civilized people. His Eye, now a Deist Relic venerating the Beast Aspect, was encased in crystal to be preserved.
The Character has the following Supremacy Ability: Until end of Turn, all friendly Regiments within 6" have +1 Volley.

Finite-State Apparatus **30 points**
Designed by the Universita Mantica Molonovka, the Finite-State Apparatus, also known as "flux bomb", encases a stable but sensitive mix of all four elements in constant flux. When an outside source of imbalance, such as a spell, disrupts the flux, the bomb erupts, attempting to re-establish the balanced state.
Once per game, when the Character's Regiment is the target of an enemy spell, roll a D6. On a score of 5 and under, the spell has no effect.

Elysian Fragment **25 points**
These mystical fragments are said to be shattered remnants of the Shepard's Palace that crashed onto Capitas during the Fall. If they are brought near one's ear, one can still hear the prayers of the faithful, trapped in the glass. Breaking the gem releases these faint whispers into an overwhelming crescendo of power.
The Character has the following Supremacy Ability: Until end of Turn, this Stand has the Smite special rule.

Regalia of the Empire **25 points**
The Regalia include a series of items, such as weapons, rods, a staff, clothing, rings, jewels and, of course, the Imperial Crown, composed of eleven smaller crowns. Being temporarily granted any of them means the bearer has secured the favour of the Conclave and acts in the name of the Hollow Throne.
Household Guard Stands in the Character's Regiment have +1 Clash.

Olefant's Roar **20 points**
Charles Armatellum's squire was present in all but one of his battles, yet only his nickname, Olefant, is remembered. While not an official part of the Imperial Regalia, Olefant's Roar, the ornate oliphant horn he carried, is kept with them.
The Character has the *Seize the Day* Draw Event.

The Shroud of St. Lazarus **20 points**
This banner still bears the faint outline of St. Lazarus. The cloth itself shines with power and faith and remains proof to fire and steel. This Theist relic has become a symbol of self-sacrifice and redemptive suffering, much to the anger of the Order of St. Lazarus.
The Character, and all Stands in its Regiment, have +1 Resolve(to a maximum of 5), the Fearsome special rule.

Caledburn **15 points**

The sword of the first Cadeyrn, Arktus the Bear, used to defeat each of the other Breannan Kings in ritual duel. While many claim ownership through distant relations, the sword seems to disappear and resurface time and again, always in the hands of a worthy bearer.

The Character re-rolls failed To Hit Rolls and opponents must re-roll successful Injury Rolls in a Duel.

Mask of Eaklides **15 points**

Greatest among the storied heroes of the City States, Eaklides of Tauria could not be felled in honourable combat. When a cowardly arrow took his life at the battle of Aella, his death shattered the spirit of his forces. While his body would eventually be recovered through the heroic efforts of his Companions, his panoply was plundered and lost. His masked helm has changed hands countless times since then, a mark of excellence... and doom.

The Character re-rolls Defence Roll of 6.

Heraldry of Lion's Mane **10 points**

Following the collapse of the Empire, many of the centralized reforms the Emperors imposed on heraldry have fallen by the wayside. The hatchment of the Lion's Mane, however, remains a heraldic device none but the most reckless will bear on their heraldry, lest they incur the wrath of one who has truly earned it.

The Character has the Fearless special rule.

Lady's Favour **10 points**

Whether due to sheer inspiration or simply the weight of tradition, few can argue that a knight bearing a Lady's Favour in battle is often driven beyond his mortal limits.

The first time the Character's Stand (not the Character's Regiment, unless they are one and the same) suffers a Wound, roll a D6. On a score of 2+, the Wound is Healed.

Laurean Lance **10 points**

Awarded to the victor of the Klaean Trials, Laurean lances are a very rare sight on the field. Not only must the bearer win a course at the Trials, he must also turn down the invitation to join the Orders that follows victory.

The Character re-rolls failed To Hit Rolls when making Impact Hits.

The Flesh Cleaver **10 points**

When Charles Armatellum walked from the Sealed Temple to negotiate peace with the living god of the W'adrhûn, he returned with peace, and this axe. Carved from a single piece of obsidian, few are capable of wielding it... fewer still of withstanding it.

The Character re-rolls failed To Hit Rolls when performing a Clash against a Stand of Monsters.

The Unwrought **10 points**

Terribly misnamed, as the sword is entirely finished, this blade has nonetheless never lost the heat of its forging. Kept in a stone scabbard, the Unwrought is a terrible sight once drawn, and its hungry blaze has devoured lives by the dozen. Many reports claim that this weapon is not unique, but only one of many that participated in the Nord Ragnarök, fuelling their hatred for the southern "Fire-Children".

The Character re-rolls failed To Hit Rolls when performing a Clash against a Stand of Brutes.

Spells

Some Character Stands can purchase Spells from the following list:

WIZARD

Name	Range	Casting Rate	Effect
Stone Spikes	Self	3 (Scaling)	Until End of Turn, if the caster's Regiment is declared as the target of an enemy Regiment's Charge Action, the charging Regiment gains the Decay 2 Draw Event until the end of its activation.
Call Fog	Self	3 (Scaling)	Until the caster's next activation, all Stands in the caster's Regiment count as Obscured when targeted by a ranged attack. If the Regiment already counts as Obscured against the declared Attack, they also gain +1 Defence against that Volley Action.
Earth to Mud	16"	3 (Scaling)	If the Target unit wishes to declare a Charge or March Action, it may only do so as its First Action. If it takes a Charge or March Action as its First Action, it may not take a Second Move Action that Turn.
Kindle Courage	Self	3 (Scaling)	All Stands in the caster's Regiment have +1 Resolve until End of the caster's next Activation.
Fire Dart	16"	3	Inflicts one Hit per success. Hits have the Cleave 2 special rule.
Seeking Winds	Self	3 (Scaling)	When the caster's Regiment takes a Volley Action this Turn, its shots are not Obscured by range, so long as within the maximum range of the weapon.
Guide	Self	3 (Scaling)	Until the caster's next activation, the caster's Regiment may re-roll all rolls of '6' when rolling to hit with a Volley Action.
Ninuah's Tears	Self	3	For each success, the caster's Regiment Heals two Wounds.

PRIEST

Name	Range	Casting Rate	Effect
Divine Sanction	Self	3	The caster's Stand gains the Cleave 2 and Deadly Attack Special Rules until End of Turn, and may immediately perform a Duel Action.
Fervour	12"	3 (Scaling)	Remove any Broken status from the Target, exactly as if it had used a Rally Action.
Heavenly Blessing	Self	3 (Scaling)	All Stands in the caster's Regiment gain the Blessed special rule until End of Turn.
Holy Fire	12"	3	Inflicts two Hits per success.
Saint's Favour	Self	3(Scaling)	All Stands in the caster's Regiment have +1 Defence or +1 Evasion until End of Turn.